SPECIAL 'BASH-A-BADNIK' ISSUE!

Sonic the comic

95p

Number 11 OCTOBER 16th 1993
Britain's OFFICIAL SEGA COMIC
Every Fortnight

starring SONIC THE HEDGEHOG

SONIC GOES BALLISTIC!

AROUND THE WORLD IN FIVE SECONDS FLAT!

EP STC Archive

THE ONLY VIDEO GAMERS' COMIC YOU CAN BUY!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Enough already! We know you like Tails and want him to have his own series - but just hold off on the letters, ok?

Ever since I asked the question in Speedlines, issue 6, loads of you have written in asking, begging, pleading, demanding that Tails get his own STC series.

Well, now I've got to persuade those humes-who-think-they're-in-charge, that it's a fab idea. Yeah, these are the people who can't even spell 'Miles Prower' correctly. Wish me luck!

Right now, the star of the show appears in a Sonic-sational offering called **Faster Than A Speeding Bullet.** There's also **Kid Chameleon** and the stormy **Streets Of Rage**, plus the horribly humorous **Decap Attack**, together with all the usual features, in yet another fast and furious issue!

Megadroid

Let Them Eat Cake!

What a jammy lot you readers are! Not content with having generous friends and relatives buying you the odd issue - it seems you even manage to coax them into mixing bowl mode. Yep, lots of you are hogging mouthfuls of your favourite hedgehog by the slice. However, don't forget to floss those gums, or you could end up resembling Chuck D. Head from DECAP ATTACK!

A Sonic (and Tails) inspired creation, made by Paul Webb's 'mum' for his 7th birthday.

(Below) 7th heaven for Vittorio Trevitt. His mum baked the cake, while an aunt knitted a Sonic jumper all the way from Rome - (must have been a long ball of wool!)

Guest of honour at STC reader, Mark Prothero's, birthday party. Bet he wasn't around for long, though.

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Published every other Saturday by Fleetway Editions Ltd, Egmont House, 25/31 Tavistock Place, London WC1H 9SU. Tel: 071 244 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by Horwood Ltd, Peckham. Covers printed by Spottiswoode Ballantyne Printers Ltd, Colchester. Origination by David Bruce Graphics Ltd, London.

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | mover | new entry | re-entry

MEGA DRIVE

1 — JUNGLE STRIKE
2 — MICRO MACHINES
3 — BUBSY THE BOBCAT
4 ▲ COOL SPOT
5 ▼ PGA TOUR GOLF 2
6 — FLASHBACK
7 — ECCO THE DOLPHIN
8 ▲ ROAD RASH 2
9 RE SONIC THE HEDGEHOG 2
10 RE TINY TOONS: BUSTERS TREASURE

MEGA CD

1 — FINAL FIGHT
2 — NIGHT TRAP
3 ▲ JAGUAR XJ220
4 ▼ SHERLOCK HOLMES
5 ▲ AFTERBURNER 3
6 ▲ ROAD AVENGER
7 ▲ PRINCE OF PERSIA
8 ▼ TIME GAL
9 — BLACK HOLE ASSAULT
10 — WOLFCHILD

MASTER SYSTEM

1 — SONIC THE HEDGEHOG 2
2 ▲ ASTERIX
3 ▼ MICKEY MOUSE 2
4 ▼ ALIEN STORM
5 ▲ DOUBLE DRAGON
6 RE DARIUS 2
7 RE SUPER TENNIS
8 — WIMBLEDON TENNIS
9 — CHAMPIONS OF EUROPE
10 RE TOM & JERRY

GAME GEAR

1 — SONIC THE HEDGEHOG 2
2 ▲ MICKEY MOUSE 2
3 ▼ WORLD CUP SOCCER
4 — STREETS OF RAGE 2
5 — LEMMINGS
6 — TAZ-MANIA
7 ▲ WIMBLEDON TENNIS
8 — TOM & JERRY
9 — NINJA GAIDEN
10 RE SENNA SUPER MONACO

PENGUIN ELSPA CHARTS GALLUP

PLANET MOBIUS, R.R.*

SONIC GOT A MESSAGE THAT TAILS WAS TRAPPED ON THE OTHER SIDE OF THE PLANET.

THAT PIXEL-BRAIN'S ALWAYS GETTING INTO TROUBLE.

GOOD THING I'M SUCH A NICE GUY!

Sonic THE HEDGEHOG

TIME RACER

*RULED BY ROBOTNIK!

"MY SPACE SATELLITE IS PRIMED AND AWAITING MY ORDER TO FIRE ITS DEATH RAY!

"FIRST TARGET IS THE EMERALD HILL ZONE!

"EVERY FURRY LITTLE FINK YOU HOLD DEAR WILL BE BLASTED TO ATOMS!"

SIMULATION

THE BEAUTY OF THE WHOLE PLAN IS THAT YOU'RE TOO FAR AWAY TO DO ANYTHING, SONIC --

EXCEPT WEEP FOR YOUR FRIENDS.

HE'S RIGHT -- WE'RE HALF-WAY AROUND THE WORLD!

IT LOOKS LIKE EGG ON YOUR FACE FOR ONCE, NETTLE-BREATH!

HAHAHAHA!

I'LL STOP YOU, ROBOTNIK! I ALWAYS DO!

NOT THIS TIME, SONIC...

UNLESS YOU CAN MAKE IT HOME IN FIVE SECONDS FLAT!

KLIK!

RAY ON.

FIVE SECONDS TO RUN HALF-WAY 'ROUND THE WORLD?

WE'LL NEVER MAKE IT, SONIC!

SONIC?!?

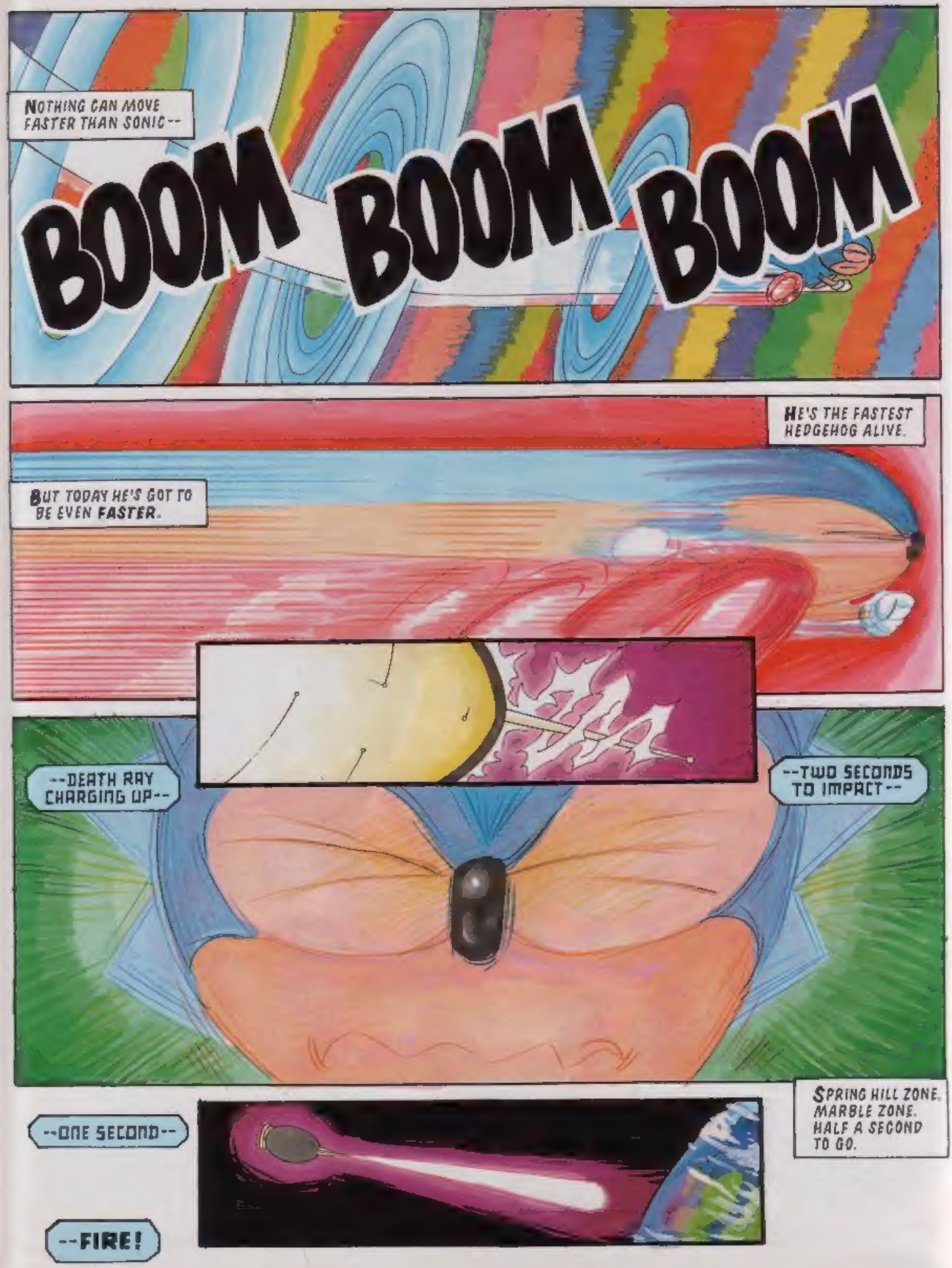
FFWOOOSH

EVERYBODY OUT OF MY WAY!

I'M NOT KIDDING AROUND!

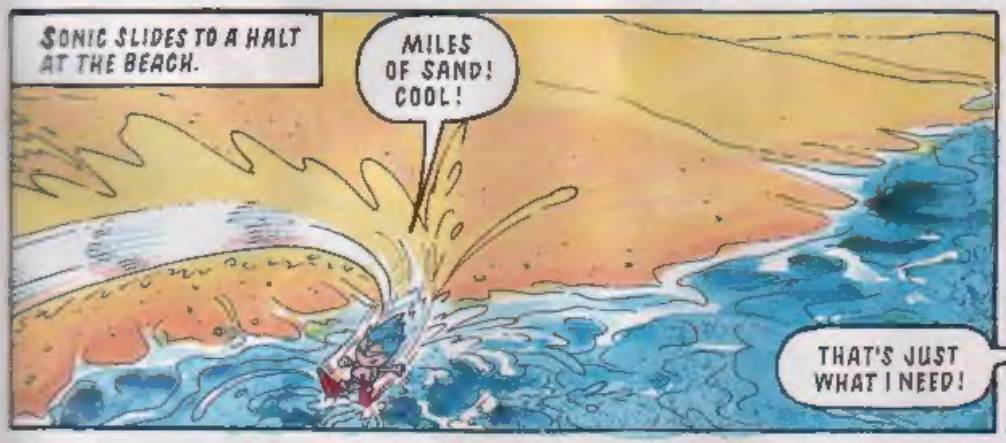
--KRRK-- SATELLITE IN POSITION--

--READY TO FIRE DEATH RAY.


NOTHING CAN MOVE FASTER THAN SONIC--
BOOM BOOM BOOM
HE'S THE FASTEST HEDGEHOG ALIVE.
BUT TODAY HE'S GOT TO BE EVEN FASTER.
--DEATH RAY CHARGING UP--
--TWO SECONDS TO IMPACT--
SPRING HILL ZONE. MARBLE ZONE. HALF A SECOND TO GO.
--ONE SECOND--
--FIRE!

EVERYBODY RUN FOR IT!
WHAT'S THE PROBLEM, SONIC?

THREE GUESSES, PAL!
FFZZZAAP!
LOOK OUT!


SONIC SLIDES TO A HALT AT THE BEACH.
MILES OF SAND! COOL!

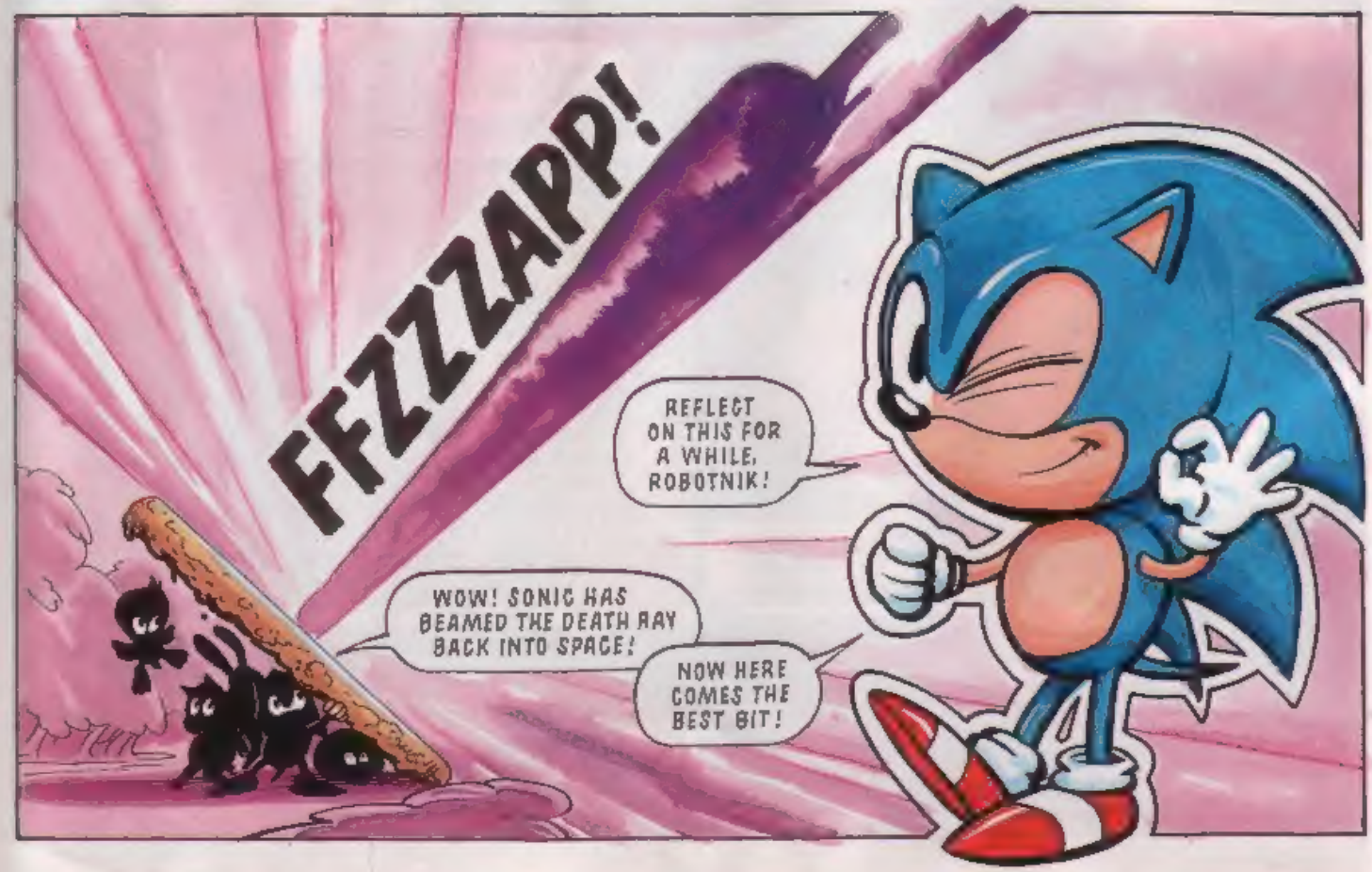
THAT'S JUST WHAT I NEED!

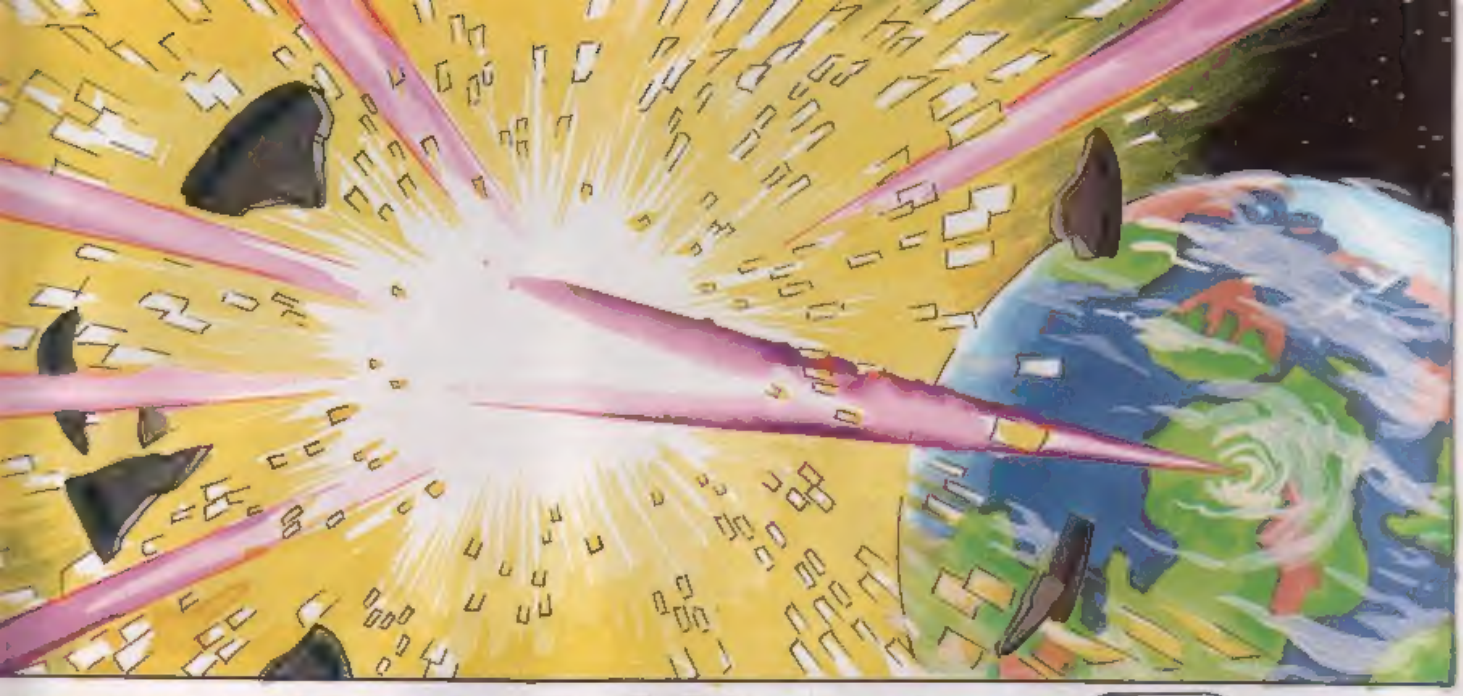
HELP US, SONIC! THIS IS NO TIME TO CATCH A SUN-TAN!
THAT BEAM IS DESTROYING THE FORESTS!

ON THE BEACH...
BY RUNNING ON THE SAND AT HYPER-SPEED I CAN MAKE IT SMOOTH AND SHINY!
LIKE SO!

SONIC!
ABOUT TIME!
HEADS UP, BOZOS!
LET'S GIVE THAT DEATH RAY A TASTE OF ITS OWN MEDICINE!

WHAT'S THIS, SONIC? IT LOOKS LIKE A GIANT MIRROR?
YOU GOT IT IN ONE, SON!
IF I'M RIGHT, IT'S THE ONLY THING WHICH CAN REPEL A LASER!


FFZZZAPP!
REFLECT ON THIS FOR A WHILE, ROBOTNIK!
WOW! SONIC HAS BEAMED THE DEATH RAY BACK INTO SPACE!
NOW HERE COMES THE BEST BIT!



WHAT HAPPENED? I JUST SAW A BIG LIGHT FLASH IN THE SKY?
THAT'S 'CAUSE I JUST DESTROYED ROBOTNIK'S SPACE SATELLITE, TAILS.
SINGLE-HANDEDLY AS USUAL!

TSK. IT'S NOT FAIR!
HOW COME I ALWAYS MISS OUT ON THE MEGA-ACTION?

MAYBE IT'S BECAUSE YOU AREN'T HALF AS COOL, BRAVE OR HANDSOME AS I AM, TAILS!
HMPH. AT LEAST I'M MODEST, SONIC!

THAT'S 'COZ YOU GOT SO MUCH TO BE MODEST ABOUT, PIXEL-BRAIN!
NEXT ISSUE: SECRET I.D.

NEWS Zone SPECIAL E.C.T.S. REPORT!

The European Computer Trade Show, at the Business Design Centre in North London, is the third most important calendar date for the global games industry. All the big Sega publishers were there with loads of new titles to show off.

STC's own David Gibbon visited the show to bring you a report on the new games coming your way.

It's the first time I have been to the Business Design Centre, but I was very impressed when I walked through the door. With over 100 exhibitors the place was packed with stands, programmers, artists and lots of journalists; it was also very hot!

My first appointment was with one of the biggest and best Sega publishers - Electronic Arts. After shaking hands with Nick Channon, he told me about the coming new titles. First was **Haunting,** out for the Mega Drive at £49.99 from October. This game has already received good reviews in many Sega magazines so I was eager to see what all the fuss was about. It is described as an action comedy game featuring the evil and greedy Sardini family - Vito and Flo. Tony and Mimi, the two teenage kids, caused the early death of a relative, Guy, to get their hands on his money. Unfortunately for them, Guy won't rest until they are gone from the mansion so he comes back to haunt them!

The game is full of humour - watch Flo lose her wig with fright when she sees Guy! It also has a great pedigree as it was designed by the same team that created **Paperboy.**

Out in November, on the Mega Drive, from EA is **Virtual Pinball** priced £44.99. Now you may think this sounds boring - a pinball game! But, I can honestly say it's good fun. The game contains more than 5 standard tables with different music and targets on each. Up to 4 people can play, one after another. However, the big plus is the built-in construction kit, which allows up to 8 custom designed tables to be saved using the battery back-up.

Everything from extra targets; designing unique tables using the built-in Workshop; add any of the 8 objects available, such as flippers, and even change the music to a piece that suits the table. The game also features a 3D effect so the game has a different layer feel!

Next from Electronic Arts is **James Pond 3** - out in November at £44.99 on Mega Drive. This fishy game had me swimming in delight as I picked up the joypad. The evil Dr. Maybe has returned to cause more bother (typical - ain't it!). He's had the nasty idea of taking over the moon's supply of minerals to monopolise the world's provision of Yogurt, Cheese and Ice Cream. As usual, big eared Pond heard of these plans and has jetted of into space to stop the Dr. in his tracks.

Pond's mission: to travel across the moon avoiding hazards; rescue three other FISH agents and together get to the cheese mines to defeat Dr. Maybe...maybe! James is initially joined on his mission by his friend, Finnius Frog. He is armed with a whole range of gadgets such as suction boots, a fruit suit, skis, and even a moon buggy. The game is huge, with over 100 levels, which is why it comes on a 16-Meg cart!

A novel idea is **Mutant League Hockey,**

funniest Hockey game ever, **Mutant League Hockey** features Skulls, Trolls and Robots from the 23 teams from 2 separate conferences. Each team has its own stadium, booby traps and hazards. These include ice sharks, mines and ice pits. You can also collect up to 6 different

weapons from the ice such an axe or dynamite to kill the opposition.

The game is a great spin-off and deserves to do well. Up to 4 players can take part using the EA 4 play adaptor.

FIFA International Soccer is the next addition from EA Sports, out in December for the Mega Drive. This game could set a new standard in football games as, up to now, they have been of poor quality apart from the brilliant **Super Kick Off**. Played from a three-quarter style, top down perspective, **International Soccer** offers players a greater view of the playing field. There is also greater control of the action on the pitch, using an original 30-degree view offering better depth and playability.

Players can choose from over 40 international teams that both play and look like their real life counterparts! Over 2 000 frames of animation are used to make the players behave like real footballers such as trapping the ball on your chest. Teams can compete in friendly games, round-robin style tournaments, or a full league, to compete in the Cup League or tournament positions can be saved onto the 16-Meg Cart. This game will also

allow the use of EA 4-play adaptor allowing up to 4 players.

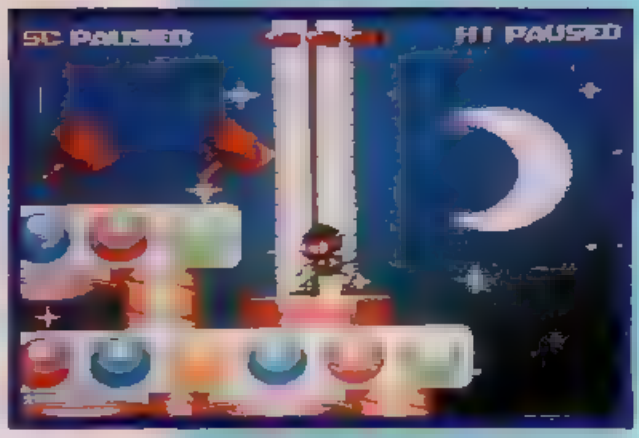
My next appointment was with US Gold. They have just won the rights to produce a game on the **Winter Olympics '94**, due to be published this December on all Sega formats. It will feature 10 events including Ski jump, bob [illegible] and slalom. The game [illegible] classic [illegible] main [illegible] sequence [illegible]

Now [illegible] Drive. This is both a shoot-em-up and flight simulation game. You control a Helicopter loaded with ammunition such as Rockets, Homing Missiles and Cluster Bombs. The object is to fly over 4 theatres of war to destroy drug cartels. The game allows you to fly horizontal, bank left or right [illegible] levels, and is for 1 player only.

I [illegible] biggest [illegible] It's [illegible] can [illegible] able to link machines via a cable.

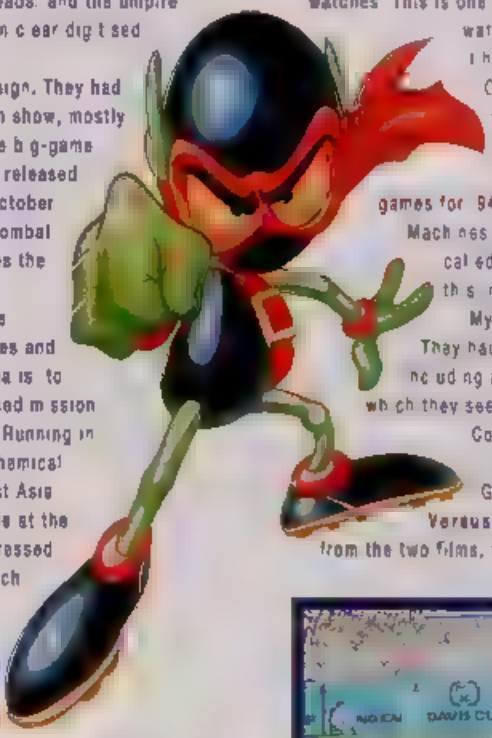
Now [illegible] post [illegible] act [illegible] incl [illegible] tyre changes, digitised engine sounds, drivers have their own personality and skill, turbo mode and 10 save game options on the Mega Drive version.

NEWS EXTRA!



The **Davis Cup World Tour** is due for release in November on the Mega Drive at £39.99. This game looks likely to be the best tennis games yet featuring some original ideas. It includes a split screen for 2 players, replays and players rankings, training mode to improve all areas of your game, and an option to play in tournaments around the world. You even see the players thoughts via a bubble above their heads, and the umpire shouting out scores in clear digitised speech.

Now onto Core Design. They had a number of games on show, mostly for release in '94. The big-game was **Thunderhawk**, released for the Mega-CD in October. It's a 3D helicopter combat simulation which uses the Mega-CD hardware capabilities to create smooth rotating sprites and backgrounds. The idea is to complete each assigned mission. These include Arms Running in South America and Chemical Warfare in South East Asia. After playing the game at the show I was very impressed with the graphics which are very smooth and realistic. It's definitely going to be one of the best releases so far on CD.



I next went off to see what Accolade had in store for Sega users. The first game I saw was another Hockey simulation called **Brett Hull Hockey**, due for release in November for the Mega Drive at £39.99. For some reason the market seems to be full of American Football and Hockey games! This one fared better than most as the developers filmed real skaters, including Brett Hull himself, then digitised them. The game also features realistic sound effects such as the noise of skates carving the ice.

Brett Hull, a very famous Hockey player, helped in the development of the game. Other features include a fighting sequence for the more aggressive player. The game is played using a "behind the player" perspective.

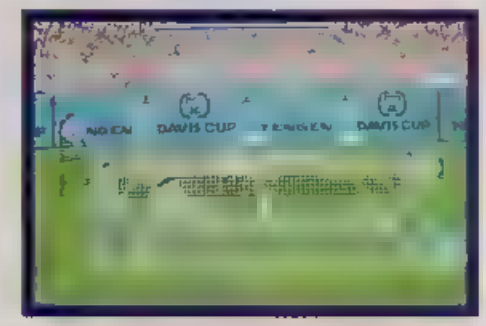
Gremlin will be releasing one of the most successful games of all time onto Sega formats this December. **Zool, Ninja of the Nth Dimension**, sold over 180,000 copies on the Amiga, and is set to top the charts this Christmas. It's a platform game and the idea is to guide **Zool** through 7 different worlds (each world contains 4 levels) to defeat the evil Krool.

Each world has a different theme, for example, in the music world you fight walking drums and killer guitars! **Zool** will use up to 12 layers of parallax scrolling making the graphics look excellent. **Zool** now appears on everything from greeting cards to watches. This is one game to watch out for.

I had a look at the Codemasters stand to find **Cosmic Spacehead** taking up much of the space. There was much information on games for '94 including a Micro Machines style game with Dinosaurs called **Dino Riders**. More about this in a later issue.

My last call was to see Virgin. They had lots of games on show including a number of Mega-CD titles which they seem to heavily back.

Coming to the Mega Drive, Master System and Game Gear in December is **Robocop Versus Terminator**. In a spin off from the two films, you play Robocop and the object of the game is to destroy dozens of Terminators! The game is played over 12 levels of platform action, fighting those evil machines who are all heavily armed. No doubt, this will be another big hit.



Here is the complete release schedule for between now and Christmas for these and other games.

PRODUCT	ON SALE	SYSTEM	PUBLISHER
Cosmic Spacehead	[illegible]	[illegible]	[illegible]
Blades of Vengeance	[illegible]	[illegible]	[illegible]
Madden NFL '94	[illegible]	[illegible]	[illegible]
International [illegible]	[illegible]	[illegible]	[illegible]
Desert Strike	[illegible]	[illegible]	[illegible]
James Pond [illegible]	[illegible]	[illegible]	[illegible]
Gods	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]
Dune	October	[illegible]	Virgin
Terminator	[illegible]	[illegible]	Virgin
Cool Spot	[illegible]	[illegible]	Virgin
Fire & Ice	[illegible]	[illegible]	Virgin
The Jungle Book	December	MD/MS	Virgin

YOU KNOW I'M GETTING PRETTY GOOD AT THIS WILD SIDE GAME

GIRL MOVE BACK

OK, OK SO I GUESS ME AND SUZI ARE STILL TRAPPED HERE BUT DID FREE HER FROM THE SEWER MEN WHEN I TRANSFORMED INTO BERZERKER AND DID TELEPORT US INTO THIS NEXT ZONE

RRRROOR

AND THERE CAN'T BE MUCH MORE THEY CAN THROW AT ME

BERZERKER SMASH METAL BEAST.

WHHAMM!

KID CHAMELEON

PART 2

YEAH THIS GAME'S EVEN GETTING TO BE KIND OF FUN
COME MIDDLE OF THE ROAD NOT SO SAFE
GRRRGGH
FEEL NO KIND OF WOOZY
DON'T KNOW HOW MUCH MORE OF THIS I CAN TAKE
MUST BE STRONG
WHAT AM SAYING? SUZI'S GOT NO BERZERKER STRENGTH AND NO CHAMELEON POWERS THIS IS NO FUN FOR HER
WHATEVER WILD SIDE IS FOR SUZI IT'S MORE THAN JUST A GAME
STAY BRAVE WHICH WAY WE GO?
THERE
ER ME NOT TOO GOOD WITH LETTERS
EXIT
IT SAYS EXIT WAY OUT CAN YOU TAKE US UP THERE?
CHAMELEON
YONDER TOWER SHALL PROVE NO HINDRANCE TO THE IRON KNIGHT

I CAN'T BE SURE IF THE EXIT SIGN IS A TRICK OR A GENUINE ROUTE OUT OF WORLD SIDE BUT WE HAVE TO TAKE THE CHANCE HATE TO THINK WHAT COULD HAPPEN TO SUZI IF SHE DOESN'T GET OUT SOON
LET US PROCEED TO THE CLOUDS. AND FROM THENCE TO RETIREMENT FROM THIS REGRETTABLE CHARADE
PRITHEE FOLLOW MY LADY WE SHALL TARRY HERE NO LONGER
RATTA-TATTA-TAT!
BEHOLD! THEY DOTH SPIT FIRE LIKE DRAGONS.
BUT LIKE DRAGONS THEY HATH NOT THE STOMACH FOR THE TASTE OF COLD STEEL
KKRUNCH!
CHUNKK!

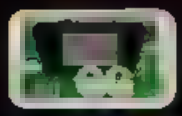
THEY ARE D SPATCHED TO THE MOAT BELOW NOW OUR QUEST S NEAR F N SHED
EXIT
ER NO IT ISN'T LOOK!
GRRAHH!
NO WORRIES TH S S NOT AS BAD AS T LOOKS SOMETHING THIS B G MUST BE GUARDING SOMETH NG WAY IMPORTANT
AND THAT COULD BE THE WAY OUT
M LADY, BEHOLD BEH ND YOU S A WAY OF ESCAPE FROM TH S REALM
I CAN'T LEAVE W THOUT YOU
YOU MUST TIS NO PLACE FOR A FAIR LADY.
BEGONE MAIDEN
LOOK THANKS WHOEVER YOU ARE

THIS THING'S BIG AND STRONG BUT I'M FIRED UP WITH CHAMELEON POWERS
HA! HAVE AT THEE FOUL CREATURE
KRUNNCH!
GRRGRRH!
THOMP!
ALWAYS BEEN UNDERESTIMATED STUPID GUESS I COULD USE SOME BERZERKER POWER HERE
CHAMELEON!
ARRGGH!
CASEY KID AGAIN
NEXT ISSUE OPEN THE BOX

REVIEW Zone

REN & STIMPY

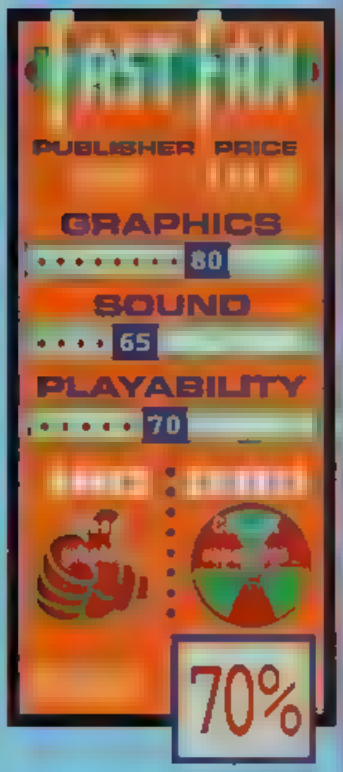
game type: PLATFORM
1 PLAYER



Nickelodeon is a new TV channel for people with cable or satellite dishes. One of their hit cartoon TV series is **Ren and Stimpy**. It features two cartoon characters who are simply horrid to each other!

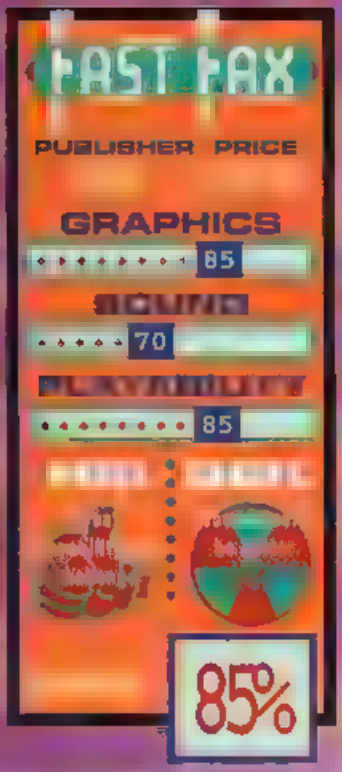
What helps to set the Ren and Stimpy game apart is the great presentation and simple but beastly fun you have with each character.

Ren and Stimpy is sure to be a hit cartoon series and the video game spin-offs to Mega Drive and Game Gear are such good conversions you will not be disappointed.



BATTLETOADS

game type: PLATFORM
1 PLAYER



ROAD RUNNER

game type: PLATFORM
1 PLAYER

MEEP MEEP. The **Road Runner** has arrived, courtesy of Sega.

Road Runner is a 2Mb game for the Master System and your eyeballs are in for a real treat with this one. You have to work your way through some heavy courses collecting birdseed and avoiding Wile E Coyote.

The action takes place against a desert backdrop and you have to run left to right. There are ledges to leap across and some birdseed has even been nobbled so that it explodes when you eat it!

There are plenty of funny touches, with **Road Runner** running off the edge of ledges and stopping in mid-air looking at you then dropping straight down, just like the cartoon. Also when you have run out of energy or time **Road Runner** stops, looks at you and waves a banner to show you've lost a life.

You can run, leap and even warp around zones to collect stars for points. To make sure that you are not slacking there is a timer that counts you down. If you have not reached the exit before it hits zero you lose a life.

Road Runner is great to look at and has plenty of challenge. If you like the cartoon take a look. Th-that's all, folks!

FAST FAX

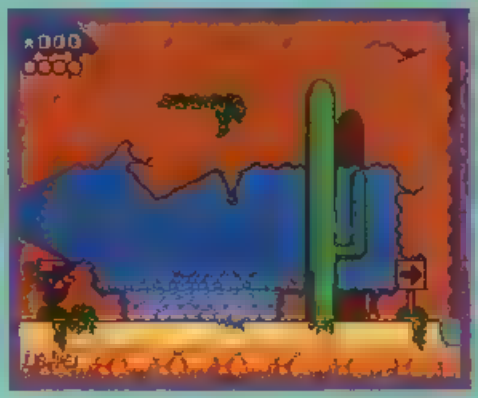
PUBLISHER PRICE

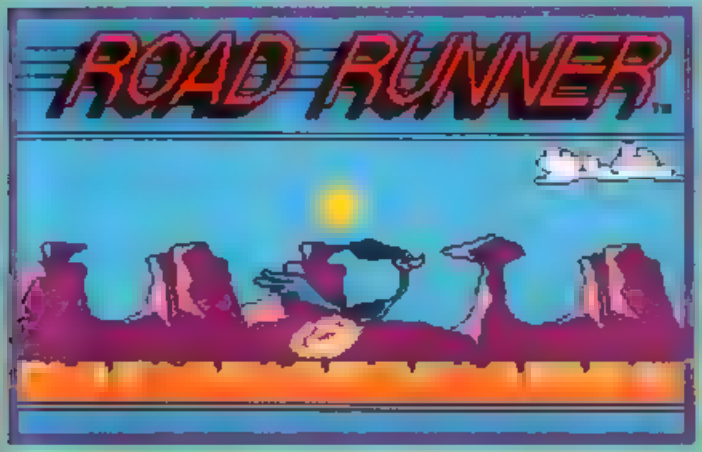
GRAPHICS 80

SOUND 65

PLAYABILITY 65

65%





SHERLOCK HOLMES 2

game type: PUZZLE
1 PLAYER

FAST FAX

GRAPHICS 85

SOUND 85

PLAYABILITY 75

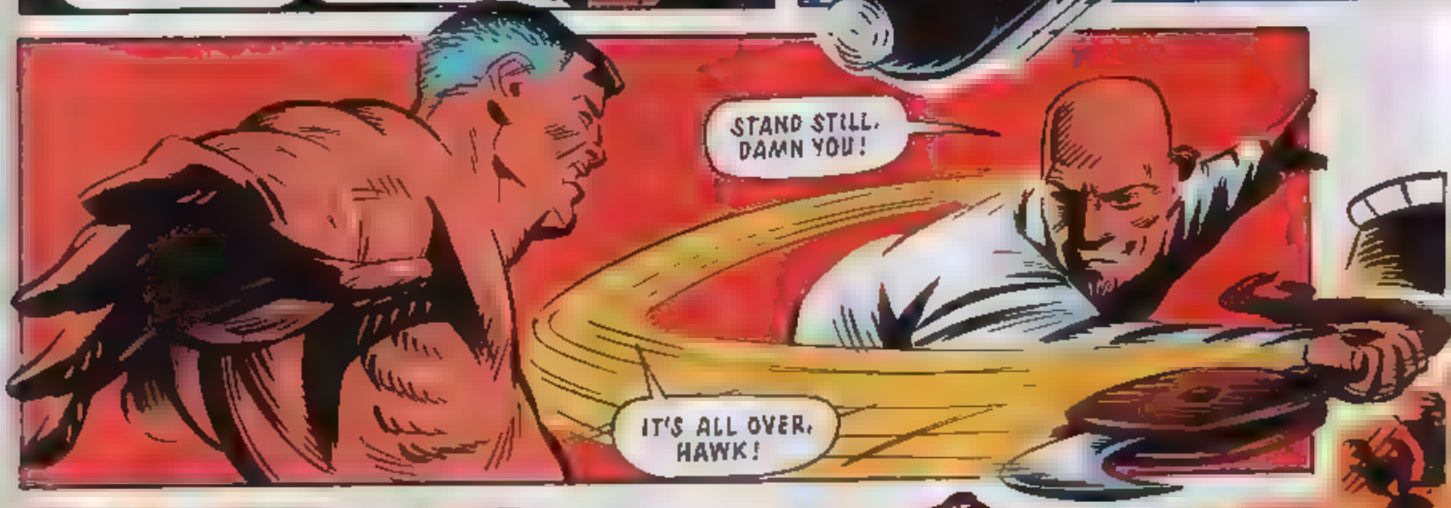
75%

YOU JOKERS ARE UNDER ARREST!
YOU HAVE THE RIGHT TO COME QUIETLY
NICE TIMING. AXEL THOUGHT YOU WERE STILL IN HOSPITAL!
HIT BACK! STAND YOUR GROUND! THERE'S ONLY TWO OF THEM, FOR CRYIN' OUT LOUD!
TEN METRE DROP BEHIND--PROBABLY BREAK MY NECK
BUT IF I STAY UP HERE, I'M DEAD ANYWAY!
STREETS OF RAGE
Part 5

HAWK! LOOK!
THE BIG GUY -- HE JUST WENT OVER THE SIDE.
KEEP FIRING!
FORM A CIRCLE AND CLOSE IN ON STONE AND THE WOMAN!
DAMN HE'S GONE
COME ON, MAX! GET TO BLAZE'S TRACER
YOU TWO -- COME WITH ME!
IF THAT IDIOT GETS OUT OF HERE ALIVE THEN WE'RE SUNK.
HOPE SOMEONE PICKS THIS UP AND SENDS HELP -- PRONTO!
ZEE ZEE ZEE

GIVE IT UP, MAX WE'RE NOT GOING TO HURT YOU!
GUESS YOU MUST STILL FEEL A LITTLE GROGGY, HUH? MAKE IT EASY ON YOURSELF, BIG FELLA
I'M WILLING TO TALK OVER OUR DIFFERENCES!
YEAH SURE
KCHAKK
HEADS UP, CREEPOIDS!
THWUMP!
YOU B--
THIS EVENS THINGS UP A LITTLE, HAWK--
NO MORE DISTRACTIONS NO MORE GIMMICKS
NOW THE FIGHT'S DOWN TO JUST YOU..
AND ME

OUTSIDE THE PLANT -
RUN FOR IT, BLAZE! WE'LL COVER YOU!
WHERE DID YOU GUYS SPRING FROM?
WE PICKED UP YOUR DISTRESS CALL, AXEL
YOU OKAY? YOU LOOK AWFUL
THANKS A HEAP, MURPHY. TOOK A COUPLE OF SLUGS IN THE SHOULDER. GUESS I'LL LIVE!
MURPHY TO CHOPPER SQUAD. COAST IS CLEAR, FELLA
MOVE INTO POSITION AND LEVEL THAT DUMP!
ROGER THAT, MURPH
GET UP, HAWK! UP ON YOUR FEET SO I CAN KNOCK YOU DOWN AGAIN
YOU PIECE OF CRUD--I'LL GUT YOU LIKE A FISH!



NEXT ISSUE MAD MA

Q Zone SPECIAL

Bubsy Bobcat [illegible] a abc[illegible] game [illegible] qua[illegible] STC [illegible] Gobtcon [illegible] keep his [illegible] and stay a [illegible] when [illegible] hard [illegible] this game to bring you the complete solution.

WORLD ONE

Chapter One

[illegible] By going right on [illegible] you reach the edge of the h[illegible] jump onto and across 4 platforms. Go right [illegible] Shoot for an extra life and jump into the top water chute. Continue right and off the h[illegible] edge. Keep A pressed on [illegible] you and and go right [illegible] on the water wheel then [illegible] and jump right. Continue right to the end.

Chapter Two

[illegible] right and jump up onto the top water chute. Continue right [illegible] Fly down from the h[illegible] edge [illegible] another water chute. Fly [illegible] avoiding the underground rave and runaway plane.

Chapter Three

[illegible] right fa[illegible] off the h[illegible] edge but keep right pressed on th[illegible] by pressing up. Jump onto the water wheel. Run and jump [illegible] across mounds. Jump up them onto the moving platform. Jump [illegible] and then right onto the h[illegible] Go right and jump over the water [illegible] then fly to the ground. Walk right. Jump over the sweep[illegible] avoiding a strong jump over 3 water [illegible] and touch the boo[illegible] end.

Boss One

[illegible] and in the middle [illegible] the screen and [illegible] jump on [illegible] the spaceship [illegible] on onto the [illegible] the. After doing [illegible] repeated [illegible] [illegible] 3 times [illegible] will see [illegible] Chapter 4.

Similar to the first boss. The difference is the shape formation [illegible] you defeated the 1st boss. Bubsy need no worry [illegible] cotton socks.

[illegible] that bobcat keep jumping [illegible] will stay in [illegible]

WORLD TWO

Chapter Four

PASSWORD: MKBHLW

Walk right (avoiding hazards like the ice cream cones). Jump up when you come to a building with spinning tops. Jump onto a higher platform to collect a Black T-Shirt (invulnerable), then jump down and continue right. Collect an extra life inside the hut, jump on top of it and go right. Keep jumping onto platforms until you reach the 5th one up, then run and jump right. Run down the roller coaster track onto the ground and touch a beam to end.

Chapter Five

Jump up into a roller coaster car. As it falls to the ground from the track, jump onto a platform. When it's far right, walk off the right edge. Continue walking; fall to the ground and go right. When you reach a dead-end near spikes, jump up onto the roller coaster track. Walk right and jump over more spikes (watch out for the dynamite!). Continue right until the end.

Chapter Six

Jump on top of the 2nd green creature. From here, jump onto a moving platform, then onto another. When you reach the top, go right. Let go and Bubsy will run down the track and land on the ground. Run right, across the top of the hut. When you reach [illegible] them, jump over more spikes by using the platforms. When you come to a Red track, jump on it and run up until you see a blue track going right with an extra life. Go up this, over the gap, and let go. Now walk through these doors: Red, Blue, Gold, Red, Gold then jump over a gap and through a final red door. Run right to end.

Boss Two

This is destroyed in exactly the same way as the [illegible]

WORLD THREE

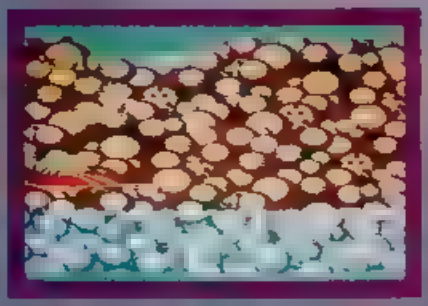
Chapter Seven

PASSWORD: STGRTN

The following 3 chapters all contain a train sequence. The best way to complete these is practice. Go from left-to-right being very careful along the way. Jump into the drivers cab at the end and pull the lever. You will now enter the Canyon.

Stand on the edge, jump onto a platform and jump across. Continue right until you reach a pit with a rolling rock. Jump right and land on a platform, then right again to the other side. Do this 3 times then go right. From here, stay at the very top level all the way along and you will reach the end.

Not many fellows like water and Bubsy is no exception. Keep him landing on that raft to avoid instant death.



Chapter Eight

Go right, but watch out for Cactus. Continue right, and make sure you use the platforms to get across the pits. Again, make your way to the very top level and run right to finish.

Chapter Nine

Jump right, across the pit so you land on the edge next to the Cactus. Jump over it and continue right. When you come to the next pit, go back slightly and run right. Jump as you're running to the top level. Go right across more pits with rolling rocks to the end.

Nasty boss to defeat this one. Just keep jumping on that ship and landing on the aliens head and you should not have many problems.

Boss Three

Stand in the right corner of the screen. Jump on top of the spaceship when it appears. Keep jumping on the ground aliens to get the number of them down. After a few hits the ship will blow!

WORLD FOUR

Chapter Ten

PASSWORD: MSFCTS

Go right, then jump across the grass platforms to the other side. Jump up onto a single platform, then jump and fly to your right over the pole. Land next to it on the other side, and go right jumping across the ground level platforms. Continue right. When you reach another pole, take a run up and jump over it. Using the 2nd pole, jump into the sky and land on a grass platform. Get onto a moving platform going left, then onto another run left and jump to land on a single platform. Go left and onto a water chute, press A, then go into the next water chute. Immediately press A to land on a wood platform with a door. Jump on top, move the lever and back onto the water chute. Fly off to the right and down to the sand. Run right, go into the next door, fly to the right again, and onto the grass at ground level. Continue right. When you see an exclamation mark, jump up the grass platforms. If you see a wood platform, Jump on and run right to finish.

Chapter Eleven

Jump right and land on the edge at the other side. Jump over the pointed logs and onto the tall pole. Using this, land on a platform in the sky. Go down the water chute and fly to your right, landing on the ground. Avoid the purple trees. Run right and into the sand. Continue right, and just before you enter the water, jump, and head right on the grass. When you reach a lever, move this and drop down to the sand. Go right until you see another lever on the grass above. Jump onto the grass, run right and jump up near the end to finish on a wood platform in the sky.

Chapter Twelve

Go right, pressing A to skim across the water. Continue right. When you reach a set of wood poles, jump onto a platform in the sky and into a water chute. Go right, then move the lever set between the two poles. Fall into the sand then run right to finish.

Boss Four

Stand to the left of the screen and a raft will carry you away with the water. When the spaceship is coming out of the water, jump on top of it and land back on the raft. Repeat this quickly as the spaceship drops bombs to slowly destroy the raft allowing poor old Bubsy to drown.

Chapter Thirteen

PASSWORD: TGRTVN

Go right and jump up onto the grass platform. Now jump onto the leaves and head up. Keep heading up, then going along to the right. Sometimes if you are at the top and there doesn't seem to be anywhere you can jump to, press B to jump and A, then fly to your right until you land on a platform, then head up and right again. Keep going like this and you will come to the finish.

Both Chapter Fourteen and Fifteen are completed in exactly the same way.

WORLD FIVE

Boss Five

This is without doubt one of the hardest bosses I have had to defeat as it's so easy to lose a life. Try and keep jumping on top of one spaceship, then onto the other. If you go near the ground you're almost certain to lose a life so try and stay in the air. That said, You should have completed the game. If you lost all of your lives trying to do this section, then keep a look out in the Q Zone for a possible future cheat.

This boss is very nearly impossible. Try and keep Bubsy on top of the spaceships. Go anywhere near the ground and say goodbye to one of those 9 lives.

TOP TIPS

- *Always pick up the exclamation marks because if you die you start from that spot instead of the beginning.
- *Avoid Cars and Man-Holes.
- *Always go as slow and as carefully as possible. Going fast means Bubsy is certain to run into something nasty.
- *In chapters 4-6 make sure you look in each hut you come to for extra lives etc.
- *When you jump keeping your hand pressed on B will make Bubsy go much higher.

C HEALTH WARNING
TA S K SO DUMB THAT THEY COULD
R SENSE OF HUMOUR *

Decap Attack

STARRING CHUCK

I'M GOING TO RIP OUT YOUR *LUNGS* AND USE THEM AS A TEA COSY!

NO CHUCK, *WAIT!* YOU CAN'T! I *CREATED* YOU!

"IF YOU *MUST* CREATE LIFE AT LEAST MAKE IT SMALL AND FURRY", I SAID BUT WOULD YOU LISTEN?

*PARTICULARLY THE NATURAL YOG
JOKE ON PAGE 3 – MEGADROID

YOU COULD HAVE AT LEAST PUT ALL OF MY BRAIN INTO THE SAME HEAD, FRANK N STEIN!

ACH! YOU KNOW HOW BRAINS GET AFTER A COUPLE OF DAYS – THEY FALL APART IN YOUR HANDS.

I KEPT TELLING YOU TO KEEP IT IN THE FRIDGE

WAIT A MINUTE! I'VE GOT SOMETHING I WANT TO SAY!

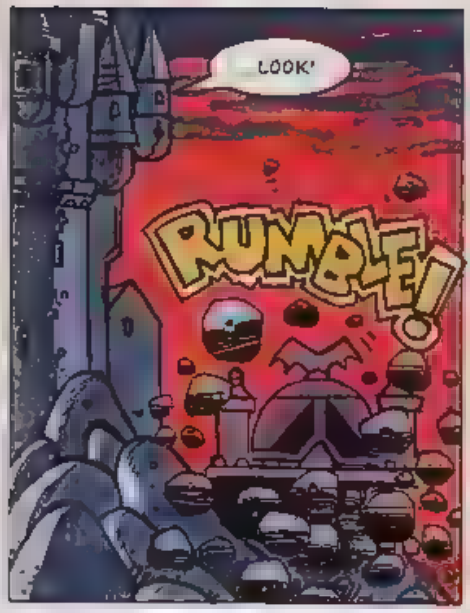
VELL VOT IS IT *HEAD?*

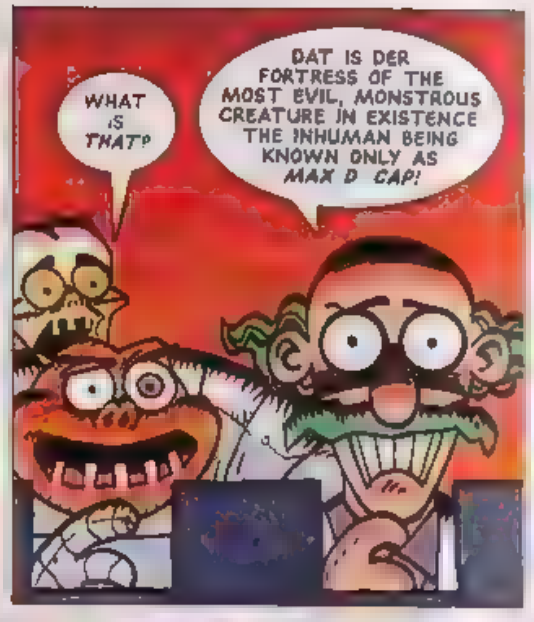
ER... WELL, I JUST WANT TO SAY THAT *WHATEVER* YOU GUYS DECIDE TO DO IS OKAY WITH ME

RRUUMBLE!!

IGOR, I THOUGHT I TOLD YOU TO DO SOMETHING ABOUT YOUR VIND PROBLEM!

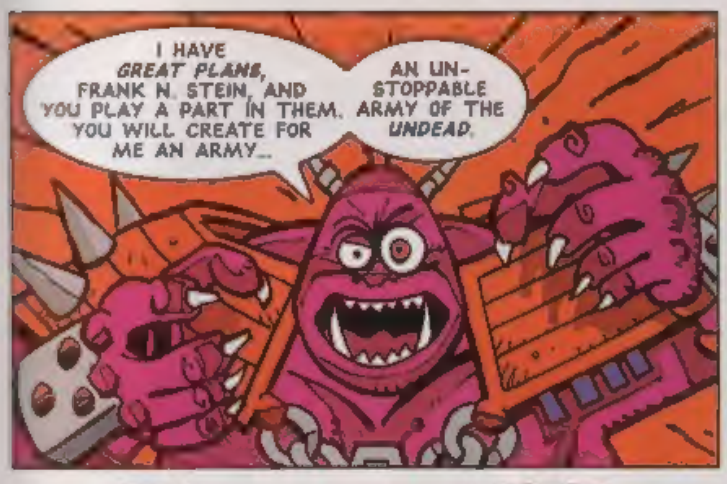
NOTHING TO DO WITH ME DOC

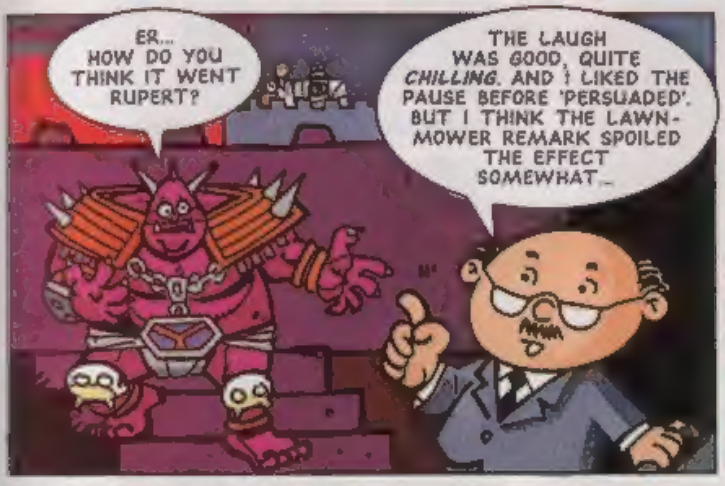


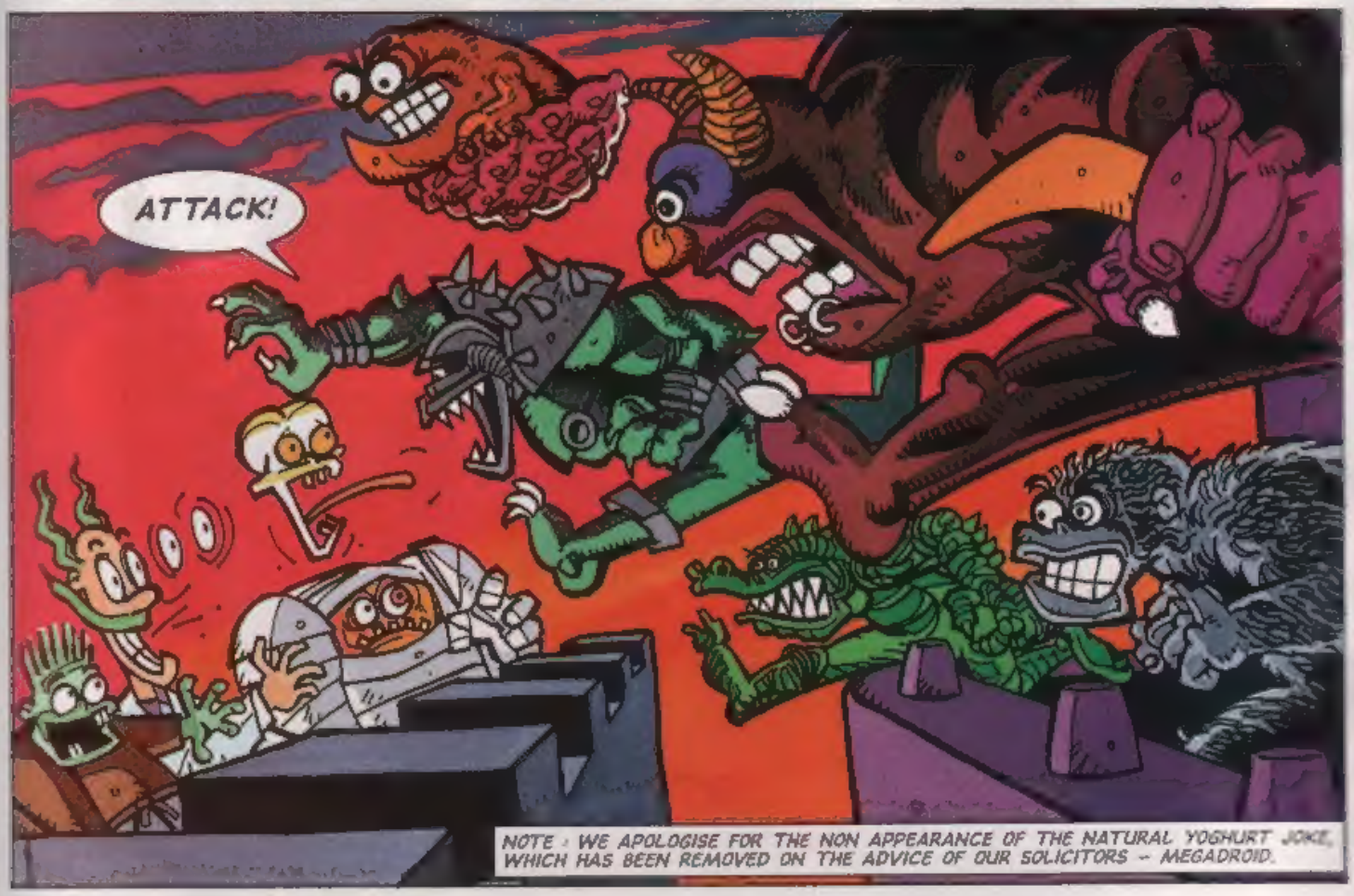


TREMBLE IN THE PRESENCE OF THE MASTER OF ALL THE HORRORS OF THE UNDERWORLD THE MONARCH OF THE UNSPEAKABLE CREATURES AND SMALL WRIGGLY THINGS THAT YOUR HUMAN MINDS CAN SCARCELY IMAGINE!

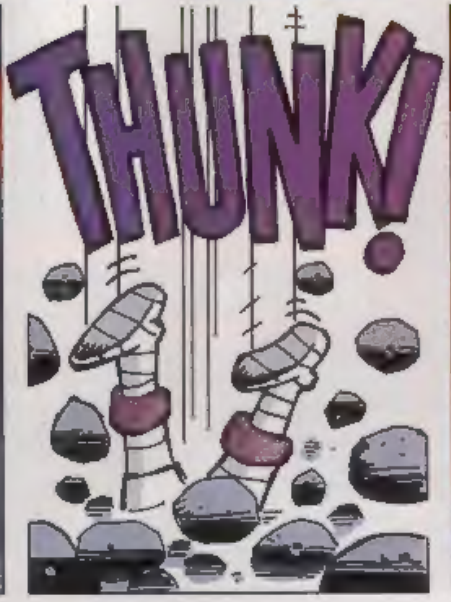
AND BY THE WAY, I DON'T HAVE YOUR LAWN-MOWER!







NOTE : WE APOLOGISE FOR THE NON APPEARANCE OF THE NATURAL YOGHURT JOKE, WHICH HAS BEEN REMOVED ON THE ADVICE OF OUR SOLICITORS – MEGADROID.



NEXT ISSUE : IT GETS WORSE!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Golden Chop

Dear STC (The best comic in the Universe).

I have bought your comic since issue 1 and I will do so for as long as it continues. But now I'm afraid I have a complaint (groan)! My favourite story, Golden Axe, has just been given the chop! (*pice pan - Megadroid!*) Has it been replaced by Kid Chameleon or Streets of Rage?

Richard Hopkins, Bolton, Lancs. Sonic Water Fun Game Winner.

Good news Richard! Golden Axe is due to return to these very pages quite soon. Each story (except Sonic, of course) usually runs for about seven issues and is then replaced by something else, depending on the responses sent in via the data strip, so watch this space!

John O'Donovan, Co. Cork, Sonic Water Fun Game Winner.

Sonic Sonnet

Dear STC,

Sonic the Hedgehog was snoozin' in the shade
When the big bad Dr came over to invade
Sonic the Hedgehog got real mad
He put on his shades and got real bad
Then said, "Dr. Robotnik, your day has come!"
But the Dr just laughed and finished his rum
And as he finished, Sonic burst through the door
Then the Dr was crying "Sonic do no more!"
So the Doctor's evil scheme was reduced to zero
- And all thanks to Sonic the Hero!

Alex Jackson, Beckenham, Kent. MD owner. Sonic Water Fun Game Winner.

You've a talent which far surpasses. Have you thought of writing classes?

All Change

Dear STC,

I think STC is great value for money. I get every issue that comes out, but I have noticed that all the pictures of Sonic are different in the comic strip. Could you please tell me why?

Giovanni Lanni, Cowdenbeath. MD owner. Sonic Water fun Game Winner.

Well, Giovanni, you're quite observant aren't you? But if you look even closer, you'll see that nearly each issue has a different artist drawing the strips, so that's why the style of drawing changes slightly. Well spotted though!

Eagle-Eyes

Dear STC,

In the story of Wonder Boy (issue 7), I spotted Sonics' head next to the demon, Sonics' shoe and a copy of STC! I wonder how many other readers have spotted these! I think your comic is brilliant and so does my mum, who is also a Sega fan - she helps me through the tough parts of the games and with the cheats!

Jamie McDonald, Swanage, Dorset. MS owner and hopefully soon a GG owner. Sonic Water Fun Game Winner.

Well Jamie, you were one of a large number of eagle-eyed Boomers who spotted those little extras! There's no real reason for them being there, except to make sure you're all paying attention, which you obviously were!

William Hildreth, Aylesbury, Bucks. Sonic Water Game Winner.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 672267.

NEXT WEEK

WELCOME TO THE HORROR ZONE!

SPOOKY!
Sonic loses his memory!

SCARY!
It's game over for Kid Chameleon!

SINISTER!
Cop the dramatic conclusion to Streets of Rage!

SKELETAL!
Skull-splitting humour with Decap Attack!

SIT TIGHT, FOR SONIC THE COMIC

12

SPECIAL HALLOWE'EN ISSUE ON SALE 30th OCTOBER - 95p

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 11 OF STC?

☐ %